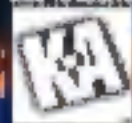




**Jack  
Bros.**

KIDS TO ADULTS



AGES 8+

# VIRTUAL BOY

SOLD BY

**ATLUS**

INSTRUCTION BOOKLET

VUE VUE USA

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# WARNING

This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you, and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700.

## CHOKER HAZARD - SMALL PARTS

**NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS.** Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

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## BEFORE STARTING THE GAME

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press the START button to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.



## IPD ADJUSTMENT

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right.

The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



## FOCUS ADJUSTMENT

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.





# AUTOMATIC PAUSE FUNCTION

All Virtual Boy Game Paks contain an automatic pause function that will cause the game to pause after about 30 minutes of game play. When the game pauses, take a break and give your eyes some rest. To resume game play, press START.



After completing the IPO and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the L+Control Pad, then press the START button to begin the game demo. Pressing START again will advance you to the game title screen.



After playing the JUMP BROS. for 30 minutes, or after completing a stage, the game will automatically pause. Please take a break and rest. After your rest is completed, press the START Button to restart the game.

# THE JACK BROS. STORY

Every year on Halloween morning, the portal to the World of Fairies opens, allowing a pathway to form between their world and ours. This year, the mischievous Jack Brothers from the World of Fairies have decided to set off on an adventure in our world. They will have to pass through the portal again by midnight or be banished from their world forever.

The thrill of their adventure takes their mind off the clock, and before they know it, the 11 o'clock hour is upon them. As they start to race through the long pathway to their home, Pixie the Fairy appears and offers to show them a shortcut to the World of Fairies. The shortcut is dangerous and seldom used, but if they used their regular route, they will not make it back in time. The Jack Brothers have no choice but to follow Pixie and choose their battles wisely. They can only hope that it's not too late....



# CONTROLLER FUNCTIONS

## Left Control Pad

Use this to move the cursor on the Menu Screen or move your character around in the game.

## Select Button

Press the Select Button to turn the Auto Fire on and off.

## Start Button

This button will allow you to choose a command on the Menu Screen. It also allows you to pause the game.

Mastering how to use Right Control Pad skillfully is a key to the success. With this Control Pad, you can shoot enemies from behind or sideways without changing your direction.



## L Button

L Button is not used in this game.

## R Button

Press the R Button to use your Special Attacks.

## Right Control Pad

The direction that you press on the Right Control pad will correspond with the direction in which your weapon will fire, regardless of the way you are facing.

## A Button

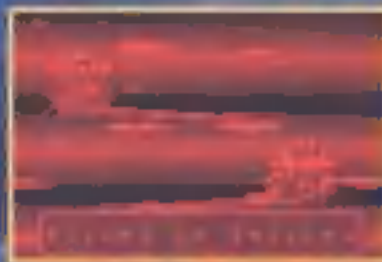
Use the A Button to choose a command on the Menu Screen. Press this to fire in the direction you are facing.

## B Button

Press this button to fire in the direction you are facing. You will also use this to cancel a password if you make a mistake.

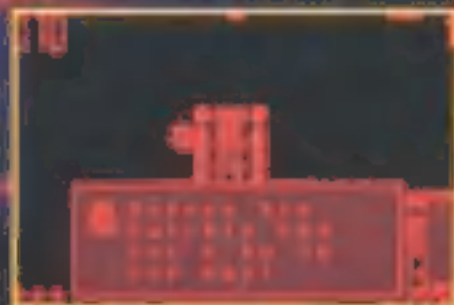


## ABOUT THIS GAME



To return to the World of Fairies, you must clear six different areas within the allowed time limits. Each area consists of several different floors. You must collect all of the keys in each area to continue on. Once you have collected all of the keys on one floor, the doors will all open at once and you will be able

to jump off to the lower floor. Continue down to the lowest floor and defeat the boss to move on to the next area. Be very careful, though. Enemies and traps await you in every nook and cranny. Each time you suffer damage from an enemy or trap's attack, your remaining time will decrease by five seconds.



# GETTING STARTED

## Start/Password

At the Title Screen, you can choose either Start or Password by pressing up or down on the Left Control Pad, then the Start Button. If you select Start, you will play from the beginning of the game. The Password option will allow you to choose the area you wish to play. Enter a password after selecting this option.



## Choosing Your Character

If you choose the Start option from the Title Screen, the Player Select Screen will automatically appear. You will have the choice of being Jack Frost, Jack Lantern or Jack Skelton. Use the Left Control Pad to select your player and then press A or the Start Button to confirm your selection.

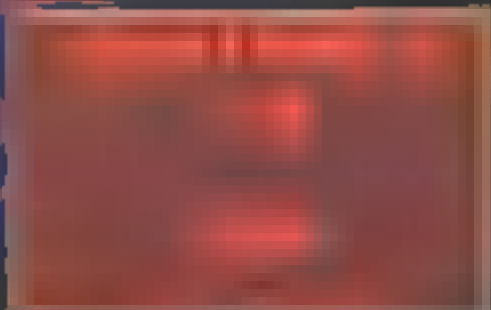


**Continuation Screen** The Continuation Screen allows you to enter your password and press the A Button. If you make a mistake, you may use the B Button to back up one space and make a correction. You may make a maximum of three mistakes.



## Continue

Once the remaining time reaches zero, the game is over and the Continue Screen will automatically appear. Press the Start Button before the counter reaches zero, and you will be able to start from the beginning of the last area you played.



# THE ACTION SCREEN

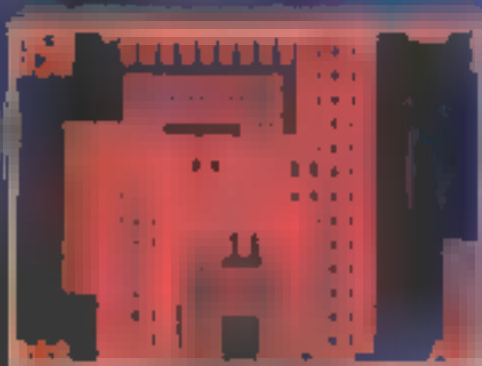
When you start the game, you will see the Action Screen. This screen shows you the current status of the game and the current level. It also shows you the current score and the current time.

## Time Remaining

This tells you how many seconds you have left to finish this area.

## Special Attacks

You will start the game with three Special Attacks and have many chances to collect more in the game. You will be able to carry these over to the next level.



## Score

This will display the number of keys you need to collect in the area you are in.

## Map

Use your radar to locate keys. Once you have collected all of the keys, the radar will indicate where the exit is.

## Time Remaining

This tells you how many seconds you have left to finish this area.

## Special Attacks

The default attack is regular. You can use the Special Attacks to collect more keys. You will be able to carry these over to the next level. You will be able to use the Special Attacks to collect more keys.

# THE END LEVEL BREEZ

Special Attack  
Time

This shows how  
Special Attack  
Time is used.

This will show  
the # of times  
the level you  
completed.

BREAZ

3287

Level Time you  
spent in the next level.

This indicates when  
you last finished.

For each Special Attack  
Star you collect, you will  
get 10 extra seconds of  
time for the next level.

This shows the standard  
time limit of the next level.



## CHARACTERS

Jack Frost



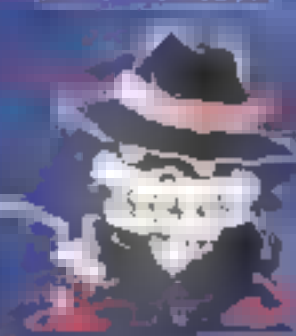
Snowballs are the Jack's weapon of choice. When he uses his Special Attack, all enemies will be frozen for a few seconds.

Jack Lantern






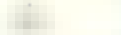



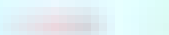
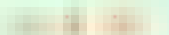
Lantern shoots fireballs, which are more powerful than Frost's snowballs. His Special Attack will cause all enemies to suffer severe damage.

Jack Skelton



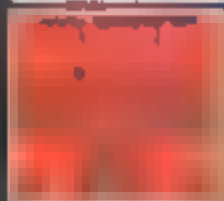
Skelton's Special Attack will destroy all the enemies on the screen.

# CHARACTER SKILLS

	Jack Frost	Jack Lantern	Jack Skellton
Rapid Fire			
Attack Power			
Agility			
Special Attack	Freezes all enemies for 5 seconds	All enemies will suffer severe damage	Will defeat all enemies on the screen

# ENEMIES AND TRAPS

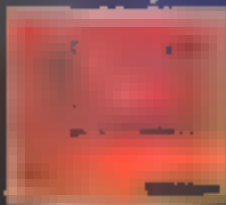
## Jack Trap



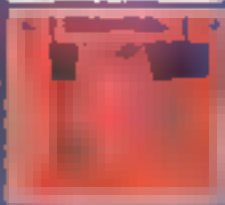
These sharp vitals will pop up from the floor in an attempt to stop you. Wait until they disappear, then quickly

## Boulder

If you see this large, pebble blocking the path, simply push it out of the way. It also makes a superb cover from bad guys. Note behind it to avoid enemy fire.



## Paradise



These efficient troublemakers come upon you. Avoid standing between them or they will attack furiously from both sides leaving you flat on your back.

## Dark Zone

Dark Zone appears without warning, and is the most dangerous of all. It is a dark, rectangular area that appears in the middle of the road. This will cause your car to stop. It is a dark, rectangular area that appears in the middle of the road. This will cause your car to stop.



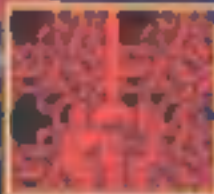
# ENEMIES AND TRAPS

## Double Lasers

The laser beams will usually travel between the two laser cannons. When one cannon is destroyed, the dangerous laser beams will reach all the way to the wall.



## Limbo's Ice



This cannon is constantly moving. If you dare to get in its way, it will try to shoot you!

## Fire Breather

The breath coming from this flame eater's mouth can really heat up your journey. Avoid getting too close.



## WarpTile



Do not accept rides from this stranger. Stepping on it will force you back to the beginning of your level, wasting precious time.

# ITEMS

## Special Attack Star



Each one of these represents one Special Attack move that your character can use on his enemies.

## Invincibility Potion

This item will allow you to remain invincible for about ten seconds. During this time, you cannot be harmed by an enemy attack.



## Jack Shield



The Shield is made up of several bubbles that surround and protect your character for up to three hits.

## Time Clock

Each Time Clock that you acquire will increase your time by the number shown on the chip itself.





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